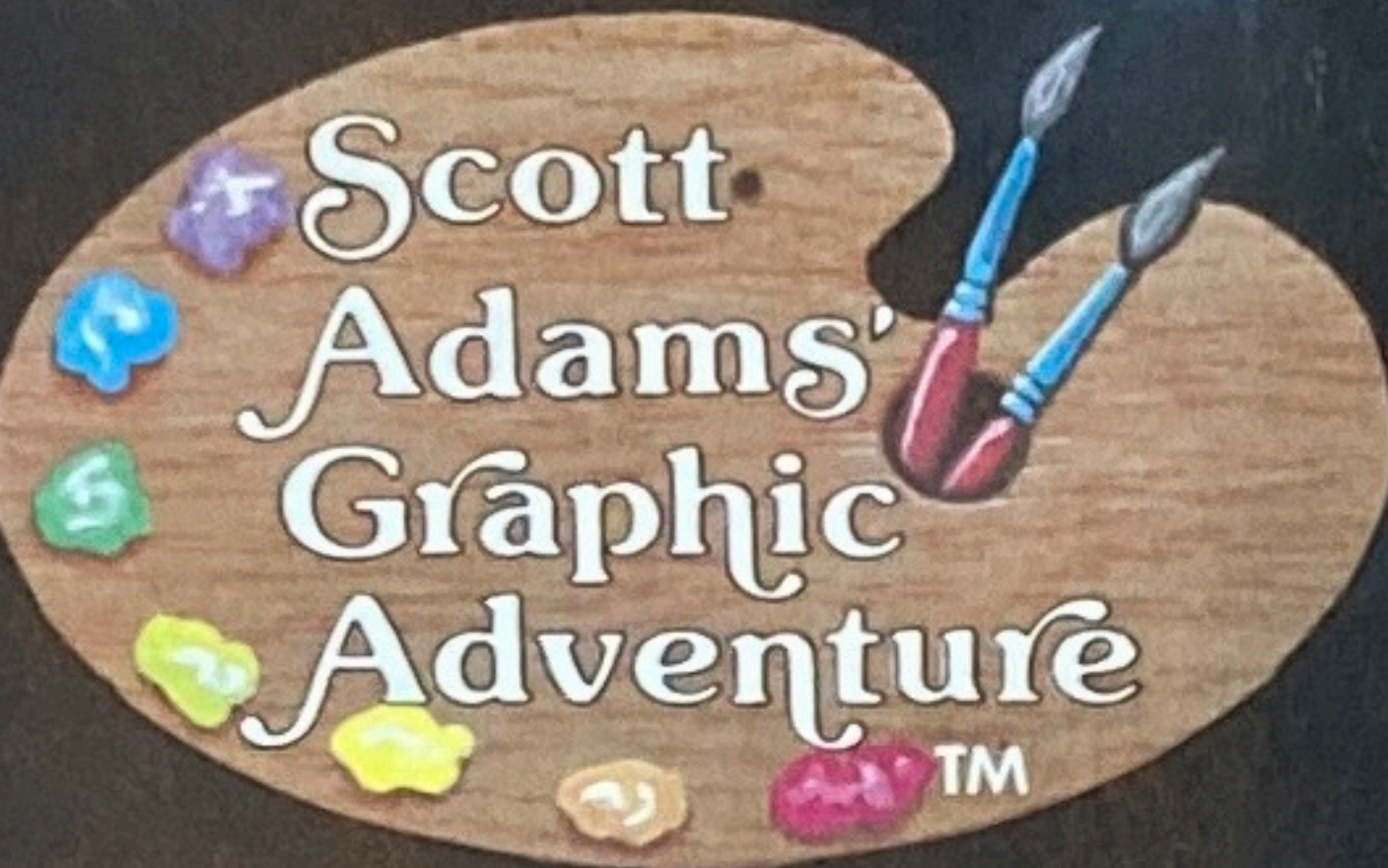


APPLE 2 PLUS  
APPLE 2 APPLESOFT ROM  
APPLE 2 LANGUAGE CARD  
DOS 3.3 48K



SAGA #1

# Adventureland



Don D...



AGA #1

Adams' Graphic Adventure™

# Adventureland

NOW WITH  
**SUPER  
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HI-RES  
COLOR  
GRAPHICS

Don Dine

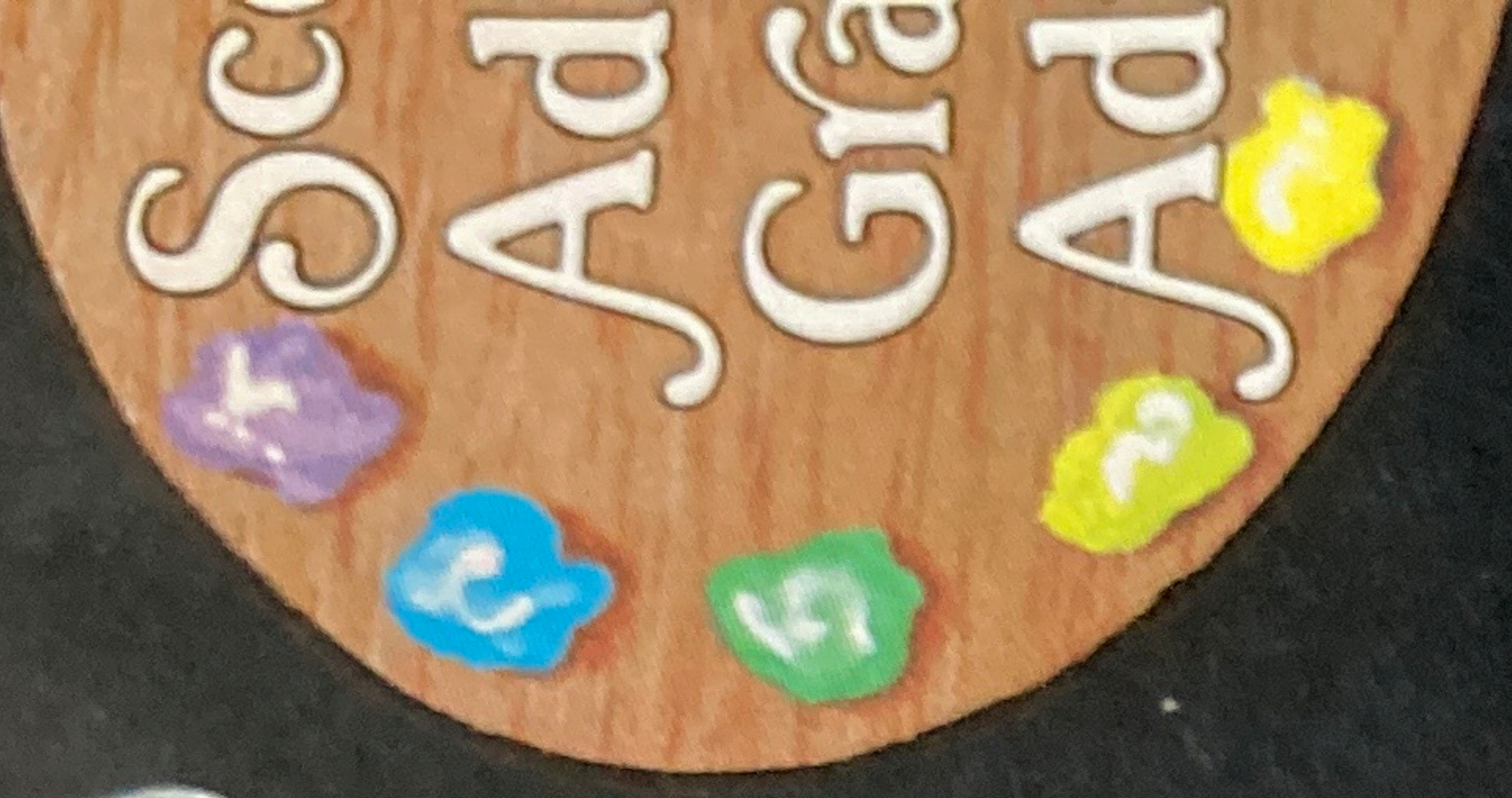
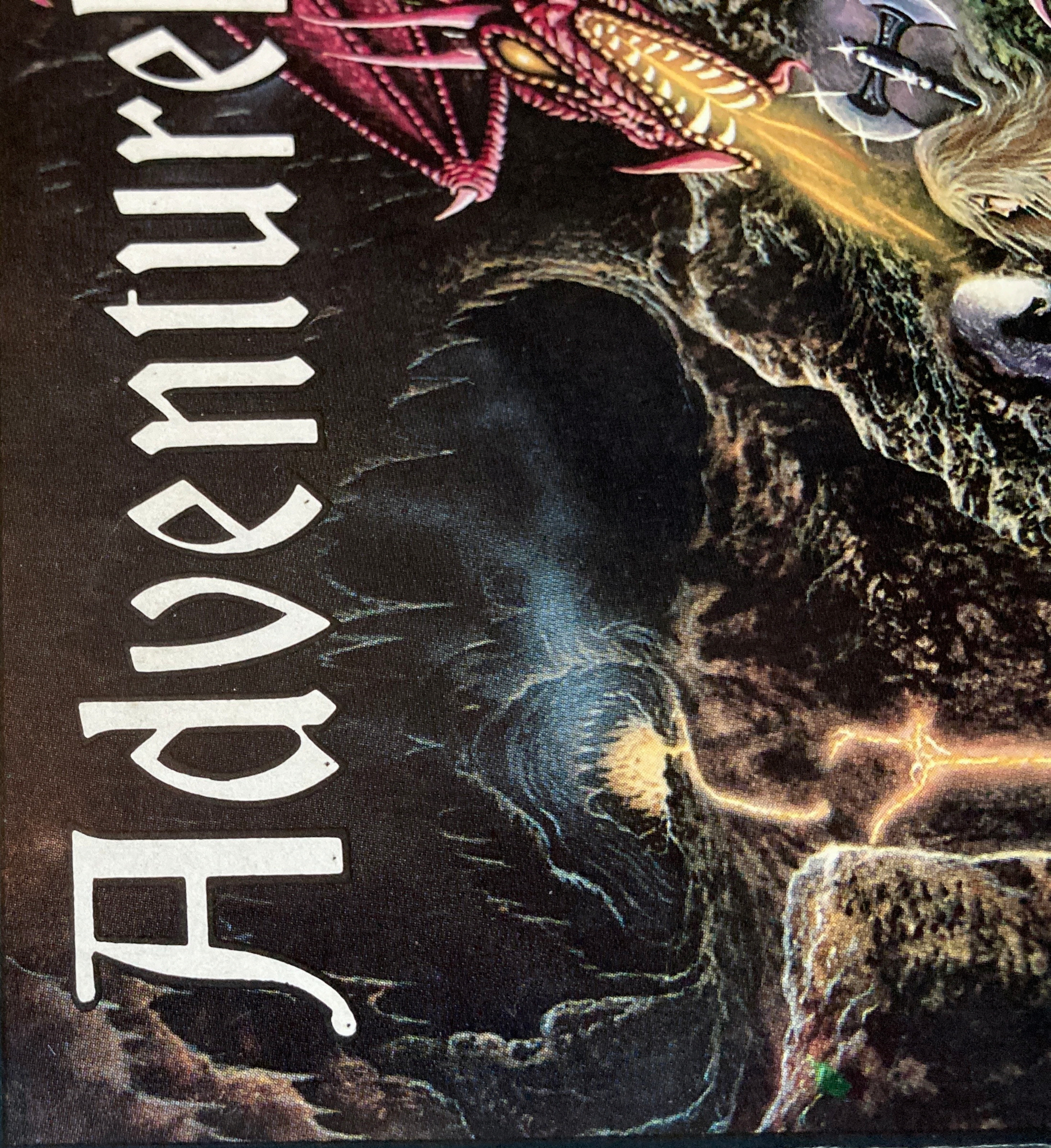




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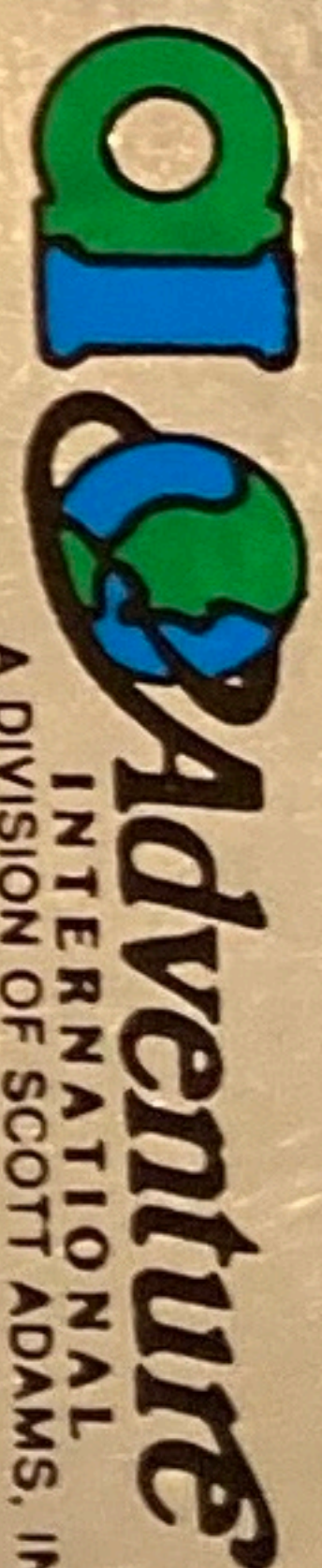
# SAGA #1

# Adventure





Scott Adams' Graphic Adventure  
INSTRUCTIONS



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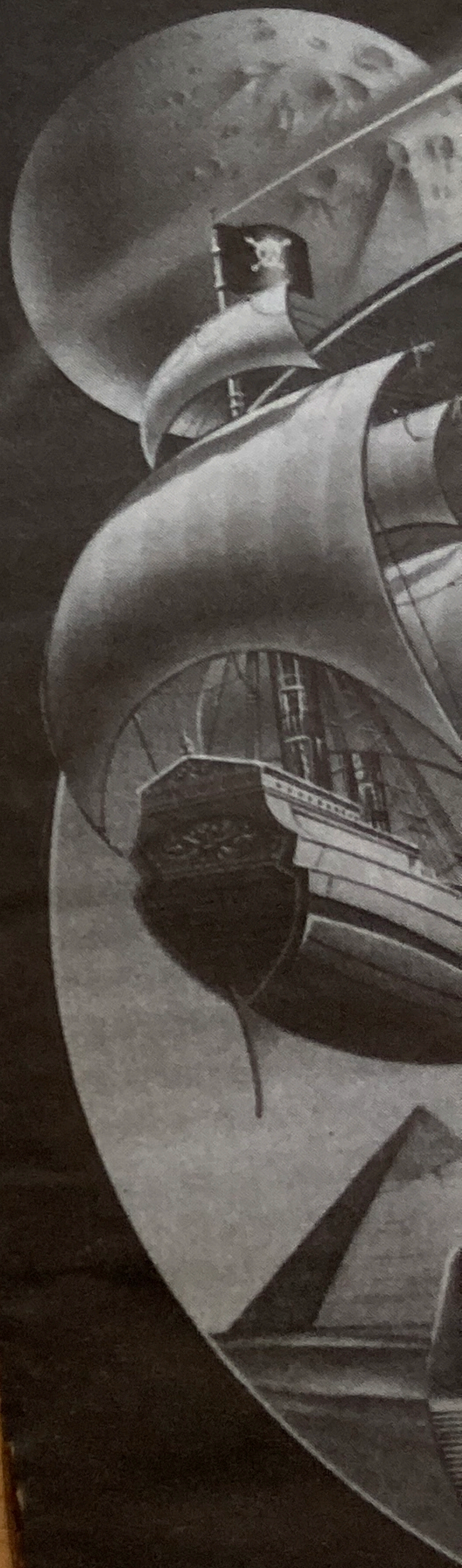
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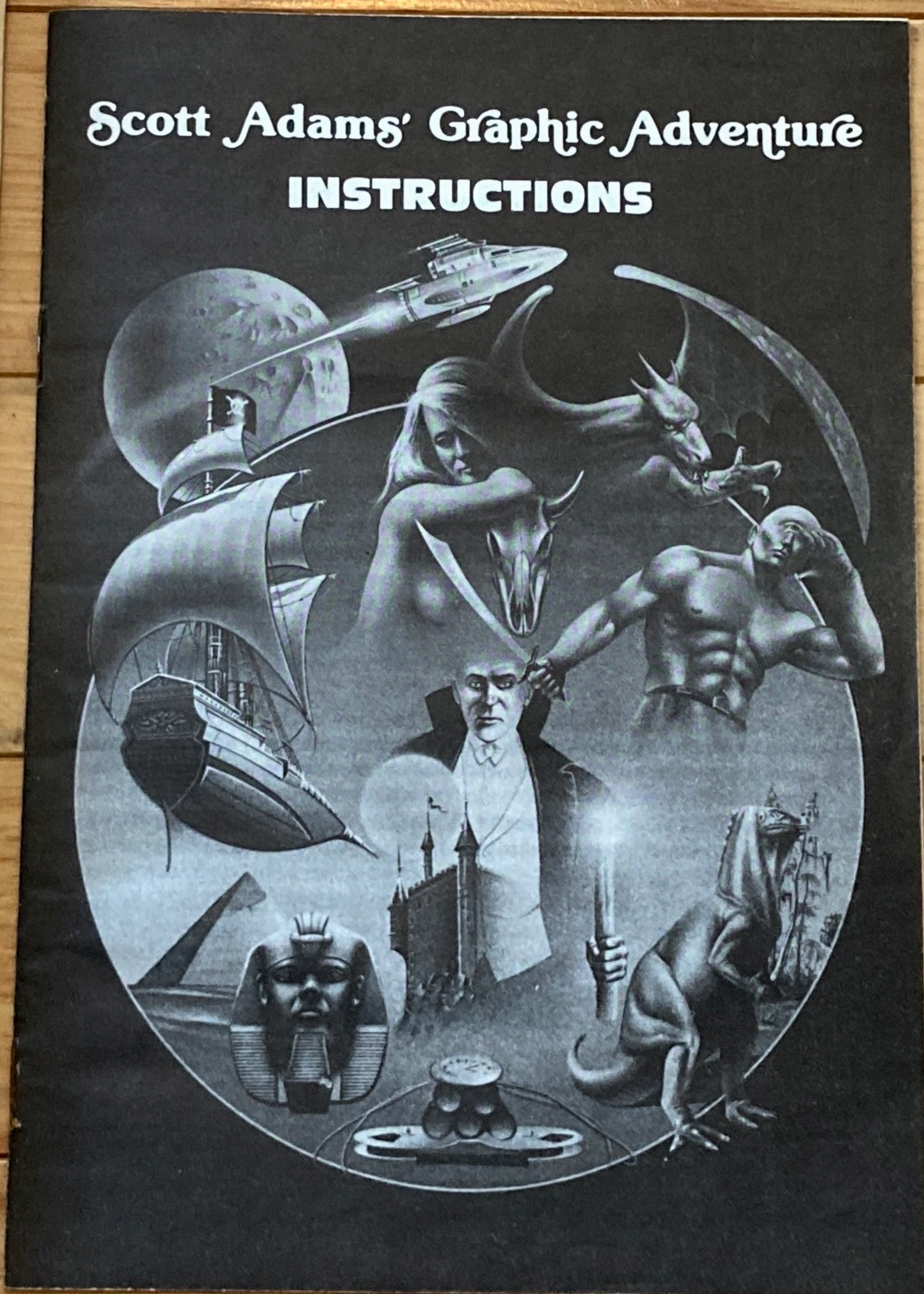
GRAPHIC ADVENTURE #1  
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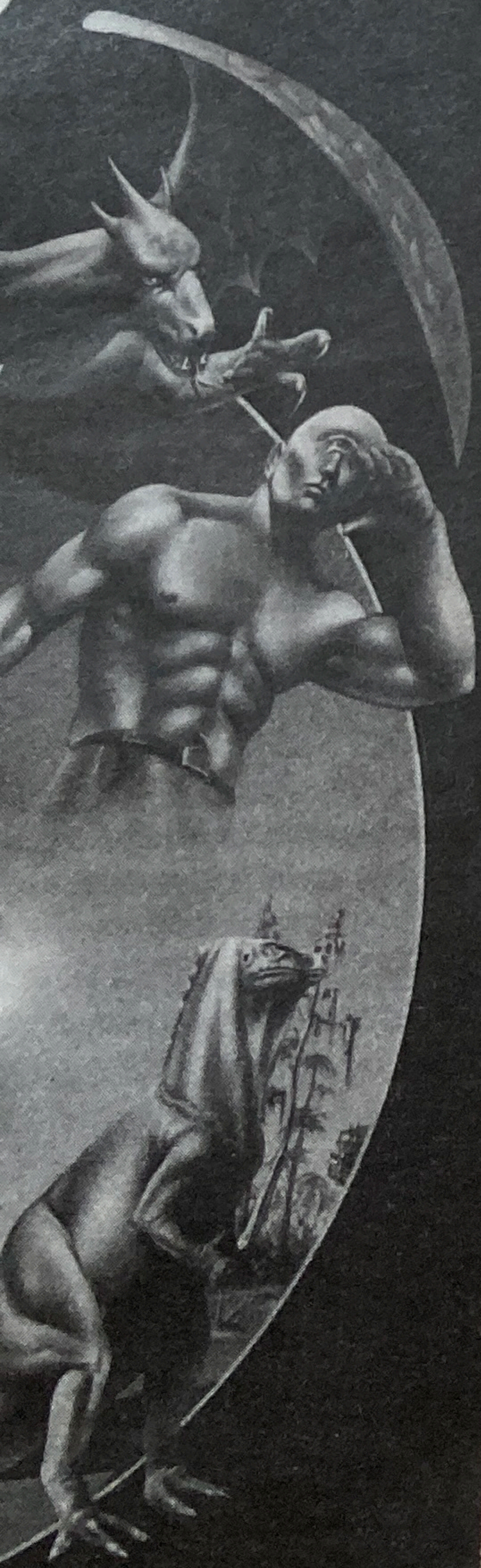
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**FOR  
APPLE**

**GRAPHIC ADVENTURE #1  
ADVENTURELAND**



Graphic Adventure  
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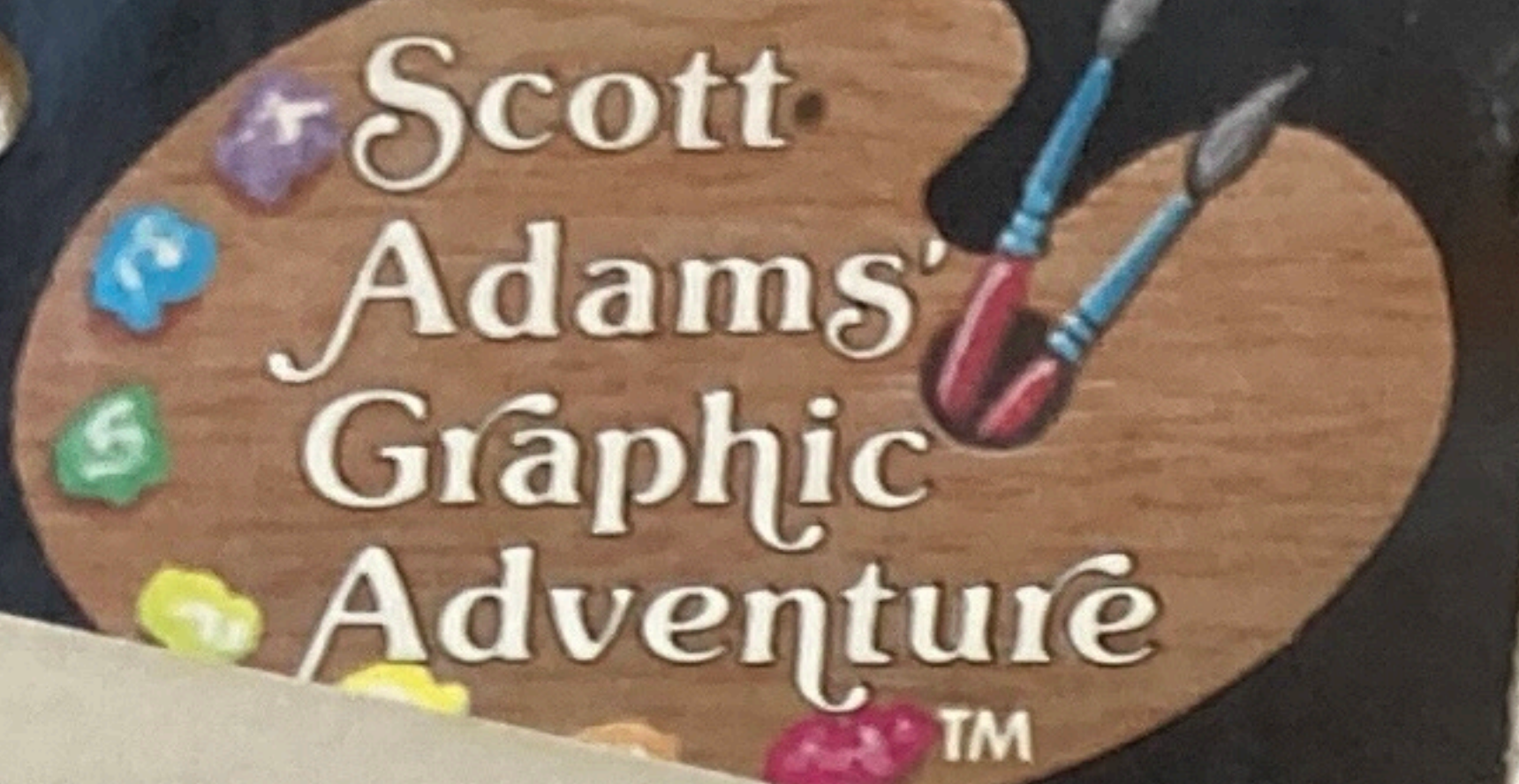
**BOOT IN DRIVE 1 UNLESS OTHERWISE INSTRUCTED**

**FOR  
APPLE**

**GRAPHIC ADVENTURE #1  
ADVENTURELAND**



APPLE 2 PLUS  
APPLE 2 APPLESOFT ROM  
APPLE 2 LANGUAGE CARD  
DOS 3.3 48K



## SCOTT ADAMS' GRAPHIC ADVENTURE SYSTEM REQUIREMENTS

To play Scott Adams' Graphic Adventure (S.A.G.A.) you'll need an Apple II 48K computer with Applesoft in ROM, or an Apple II 64K (48K with language card). One disk drive with 16 sector boot (DOS 3.3) is required.

## APPLE LOADING INSTRUCTIONS

Turn the computer on and insert the Adventure International diskette in drive 1, label side down. You will be presented with three options:

- 1) Run Scott Adams' Graphic Adventure
- 2) Run Demo #1
- 3) Run Demo #2

To make your selection, type a number from 1 to 3. Type **1** to play S.A.G.A. Options 2 and 3 are short demonstrations of recently-introduced new products. When you are finished viewing a demo, press **RESET** (**CTRL** and **RESET** on some computers).

After typing **1**, a letter will appear on the video display. Press **RETURN** to read it, or **Z** to skip it. After the letter, a list of single-key entries will be presented. The list is explained in this user's manual under "One Letter Commands".

You will be asked to flip the disk over and press **RETURN**. Do so. After you do this, you'll be asked if you want to restore a previously saved game. If this is the first time you have played, type **N** and press **RETURN**. For more information, see "Save Game" later on in this manual.

Next you will be asked which slot you are using for voice output. Type **0** or hit **RETURN** if you are not using a Votrax Voice Synthesizer or a printer. Otherwise, type the number of the slot in which the Votrax card or printer is installed. For more information see "Votrax Type N Talk and Printer Output" below.

After you have typed a number, a brief explanation of how to play S.A.G.A. will appear. Press **RETURN** when you are finished reading it, and your Adventure will begin! Pressing **RETURN** twice will display the graphics on the video display.

## HOW TO PLAY S.A.G.A.<sup>(tm)</sup>

Type a two word command when the computer asks "What shall I do?". The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?". If you are carrying a torch, you can light it by typing **LIGHT TORCH** press **RETURN**. If you make a typing mistake, use the left arrow key and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't do or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING", try "SWIM". You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **GET OX**. Normally you can only do things to objects that are either visible or that you are carrying.

## ONE LETTER COMMANDS

The following single-key entries are allowed in S.A.G.A. Type the letter and press **RETURN**.

- 1) **C** - Turn on/off lowercase.
- 2) **V** - Turn on/off Votrax voice or printer output.
- 3) **Z** - Turn on/off Graphic Mode.
- 4) **RETURN** - Review text window.
- 5) **NSEWUD** - GO North, South, East, West, Up or Down.
- 6) **I** - Take inventory of items carried.

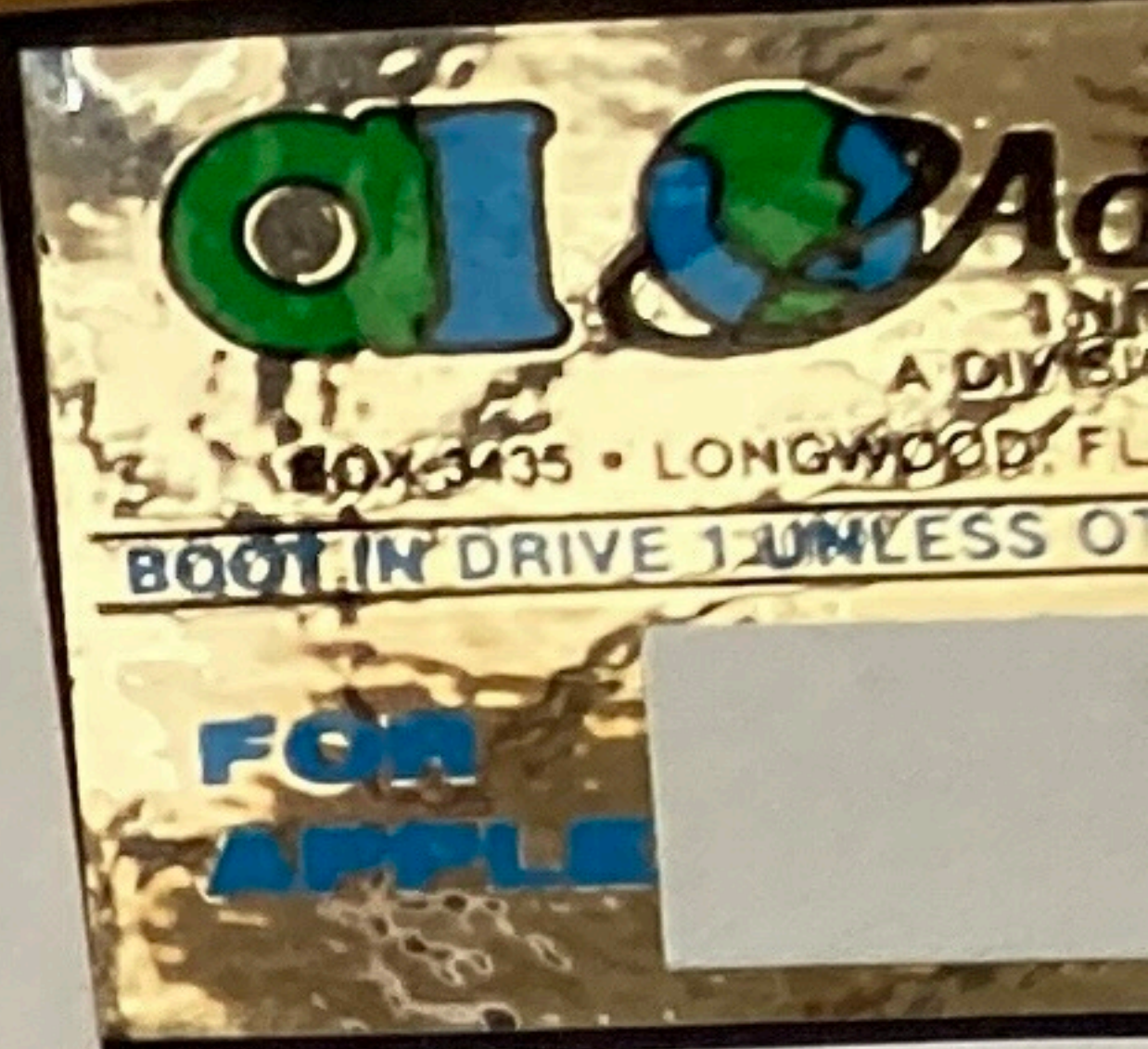
## LOWERCASE

Type **C** to produce text on the video screen using both upper and lowercase letters. To use this function, a standard lowercase kit such as those available from Lazar or Dan Paymar must be installed in your Apple. Contact your dealer for details. Selecting the lowercase option when no kit is installed will result in garbage being printed on the video screen. Type **C** again to return to uppercase-only mode.

## VOTRAX TYPE 'N TALK AND PRINTER OUTPUT

Type **V** to activate a Votrax Type 'N Talk voice synthesizer. Using this device, responses to your decisions will be spoken by the Type 'N Talk as well as printed on the video display. The Type 'N Talk should be connected to the computer through a serial interface card in the usual manner. If you use the Apple serial interface or SSM's AIO serial interface no preinitialization is necessary. When asked, specify the slot in which the Votrax card is installed, and the Type 'N Talk will be functional. See your dealer for more information about the Votrax. Type 'N Talk is a trademark of Votrax.

Other serial interface cards may require preinitialization. If this is required, initialize the system from Applesoft, make sure the Votrax is working, and type **PR#6**. Then insert the Adventure International disk and follow the instructions on the video display.





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APPLE 2 APPLESOFT ROM  
APPLE 2 LANGUAGE CARD  
DCS 3.3 48K

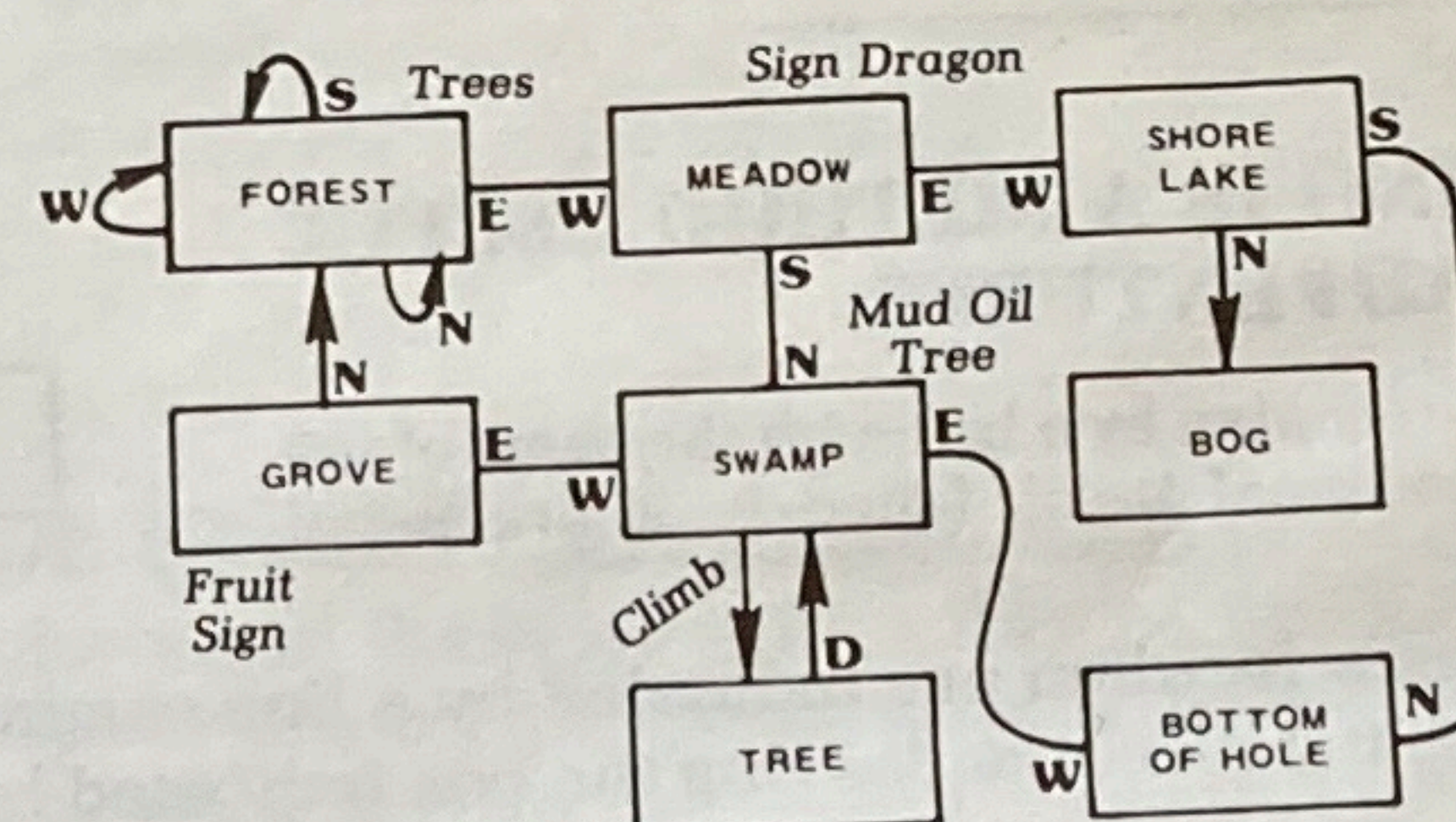
SAGA #1



# Adventureland



WITH  
SUPER  
AR  
HI-RES  
COLOR  
ICS



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This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

## OTHER HINTS

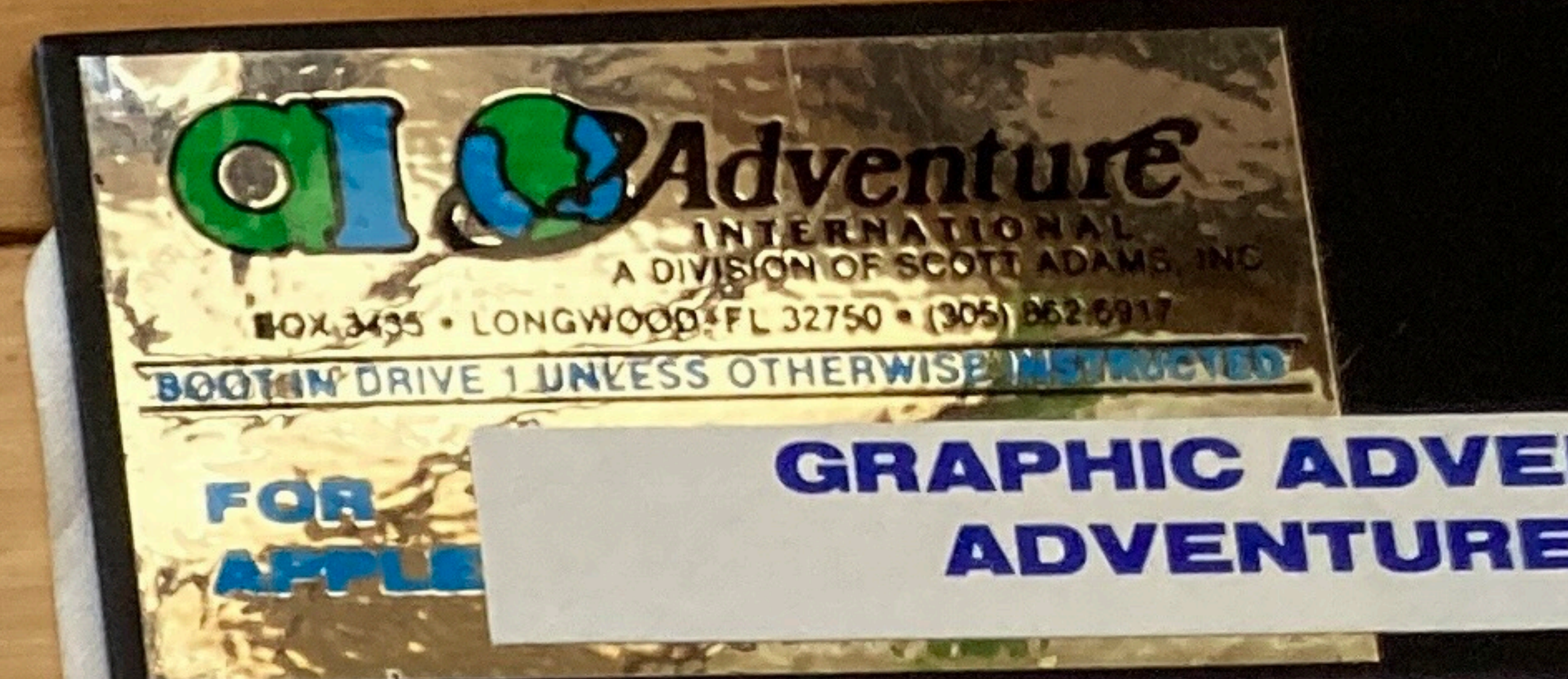
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Try typing HELP if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!

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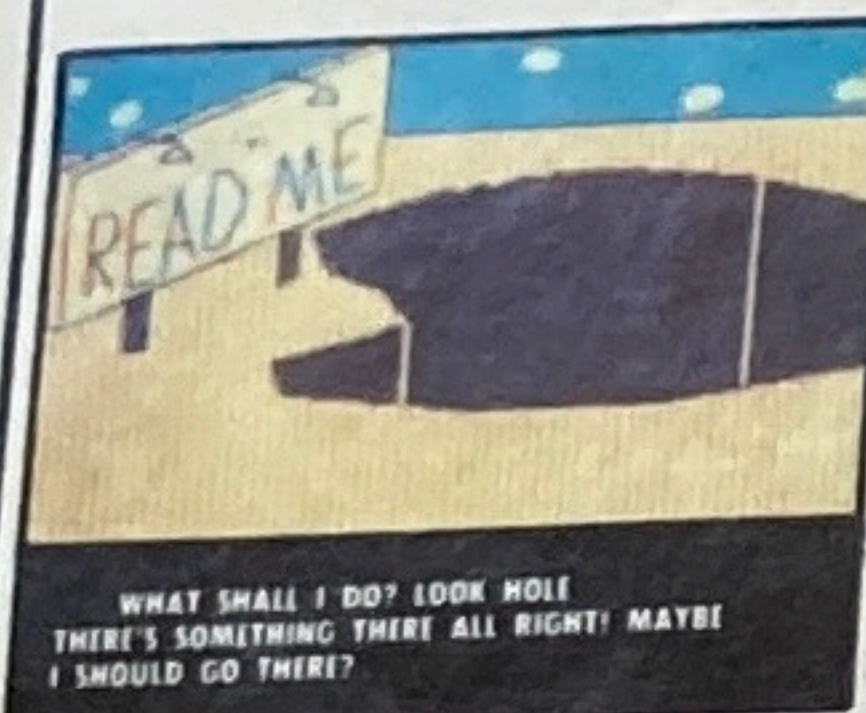
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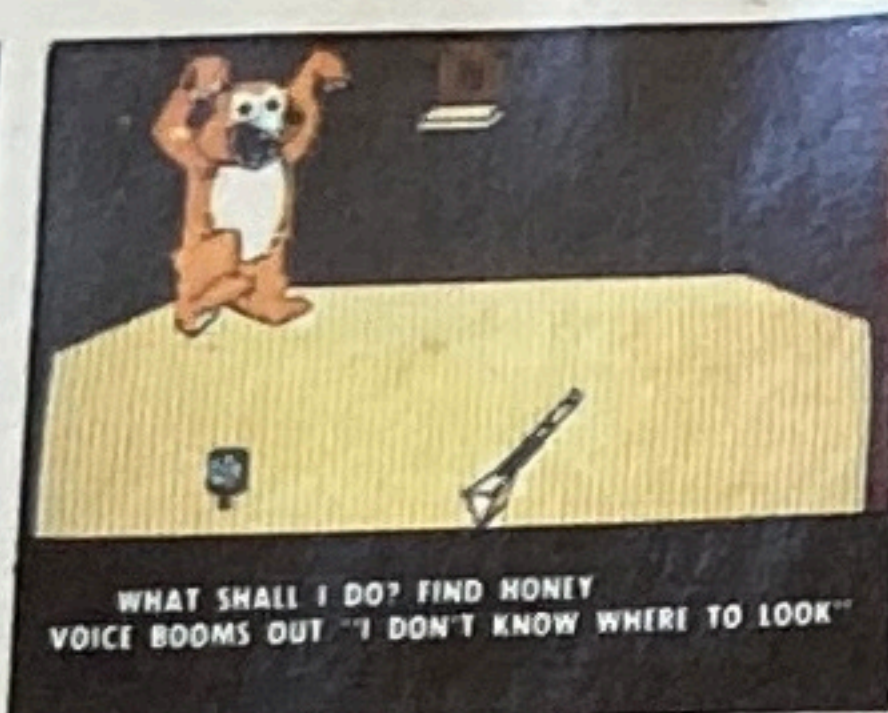




## ACTUAL APPLE 2 SCREENS



WHAT SHALL I DO? LOOK HOLE  
THERE'S SOMETHING THERE ALL RIGHT! MAYBE  
I SHOULD GO THERE?



WHAT SHALL I DO? FIND MONEY  
VOICE BOOMS OUT "I DON'T KNOW WHERE TO LOOK"



WHAT SHALL I DO? HELP  
TRY EXAMINING THINGS

These are the original Scott Adams' Adventures that everyone is talking about.  
Now with full color graphics!

### SAGA #1 GRAPHIC ADVENTURE

This package contains a jam-packed disk (both sides are used!)\* full of programs and compressed high-resolution pictures drawn using a special palette of over 100 colors.\* Plus, SAGA supports your optional VOTRAX voice synthesizer, giving you a full-color Adventure that talks.

\*Description given for Apple; may vary on other computers.

**ADVENTURELAND** - You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter wild animals, magical beings, and many other perils and puzzles. Can you rescue the Blue Ox from the quicksand? Or find your way out of the maze of pits? Happy Adventuring...

### SAGA #1

#### PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	Optional
VOTRAX TYPE 'N TALK is supported	

Logos and other art work by  
Ad Venture Printing & Graphics, Longwood, FL

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**Adventure**  
INTERNATIONAL  
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(305) 862-6917

### AN OVERVIEW

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I approached the sign slowly.  
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By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

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By using two-word commands you move from location to location manipulate objects that you find in the different places, and perform actions as if you were really there. The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

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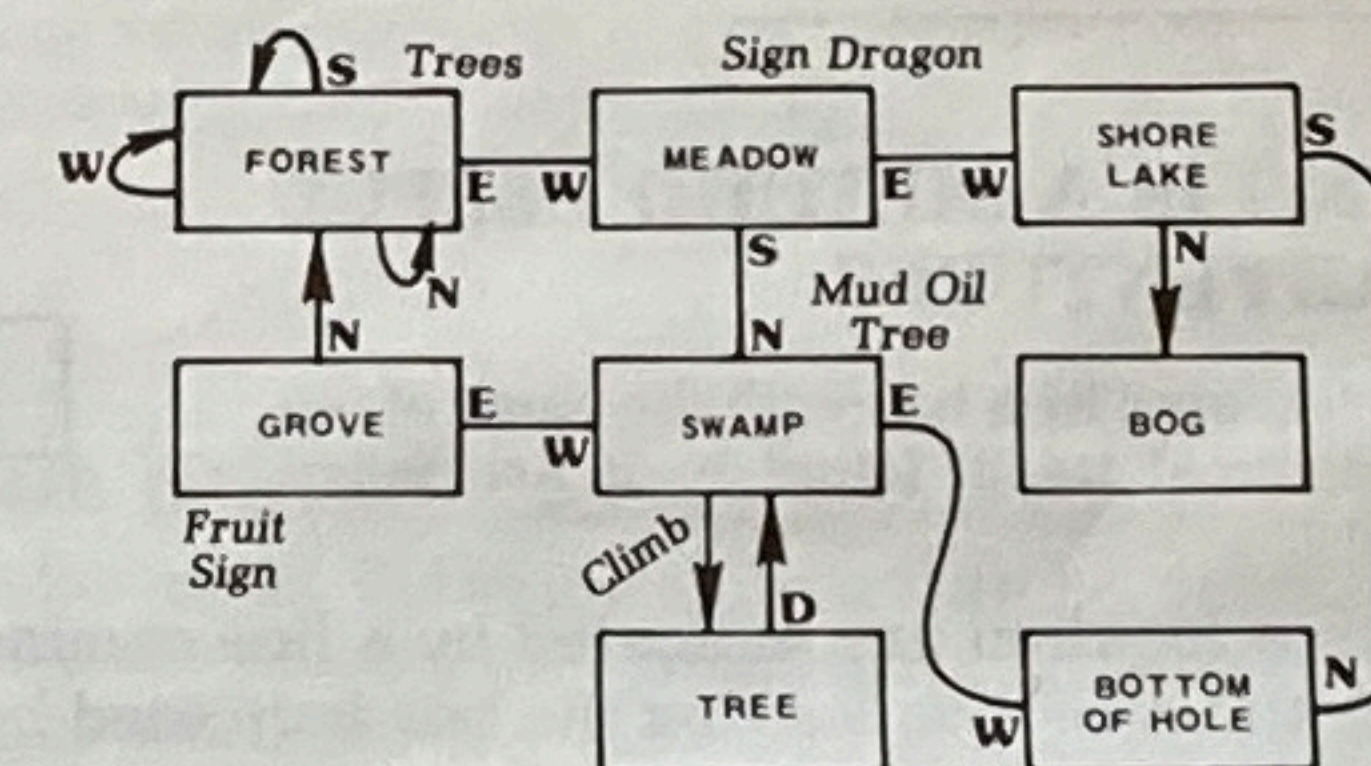
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But enough for tonight. Tomorrow — another crack at the chasm.  
—by Ken Mazur

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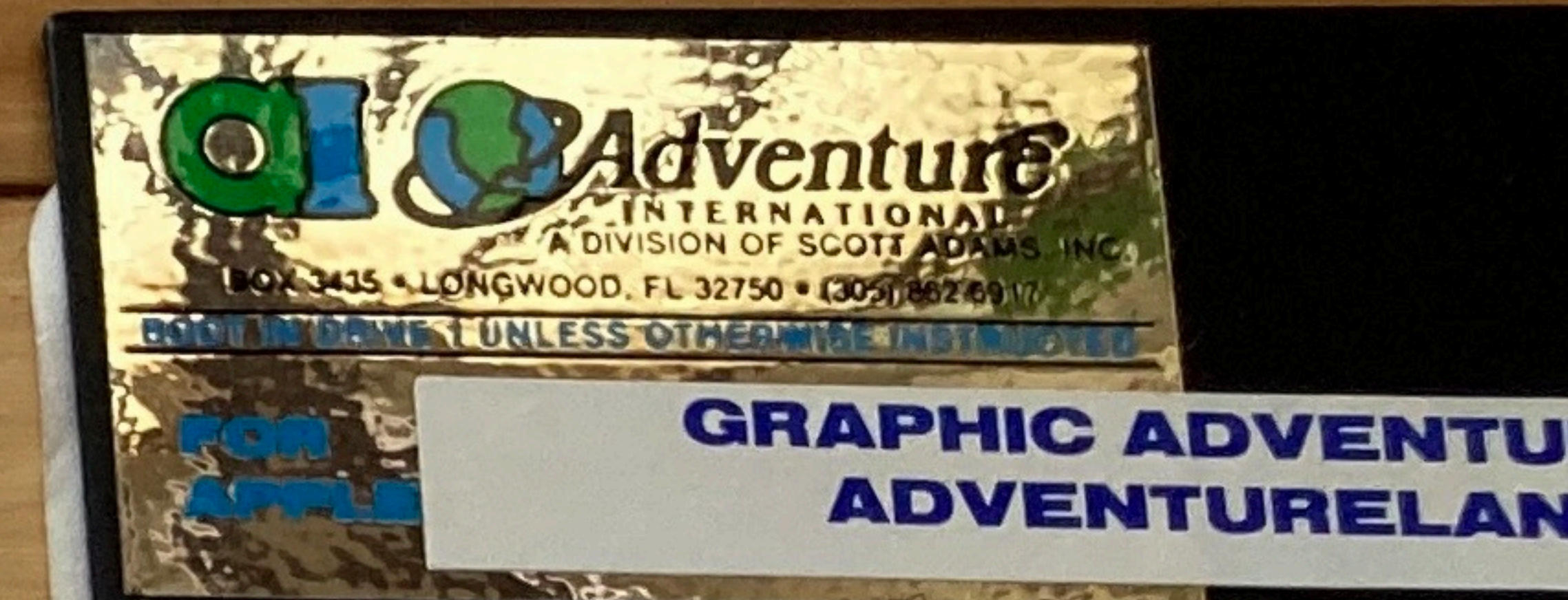
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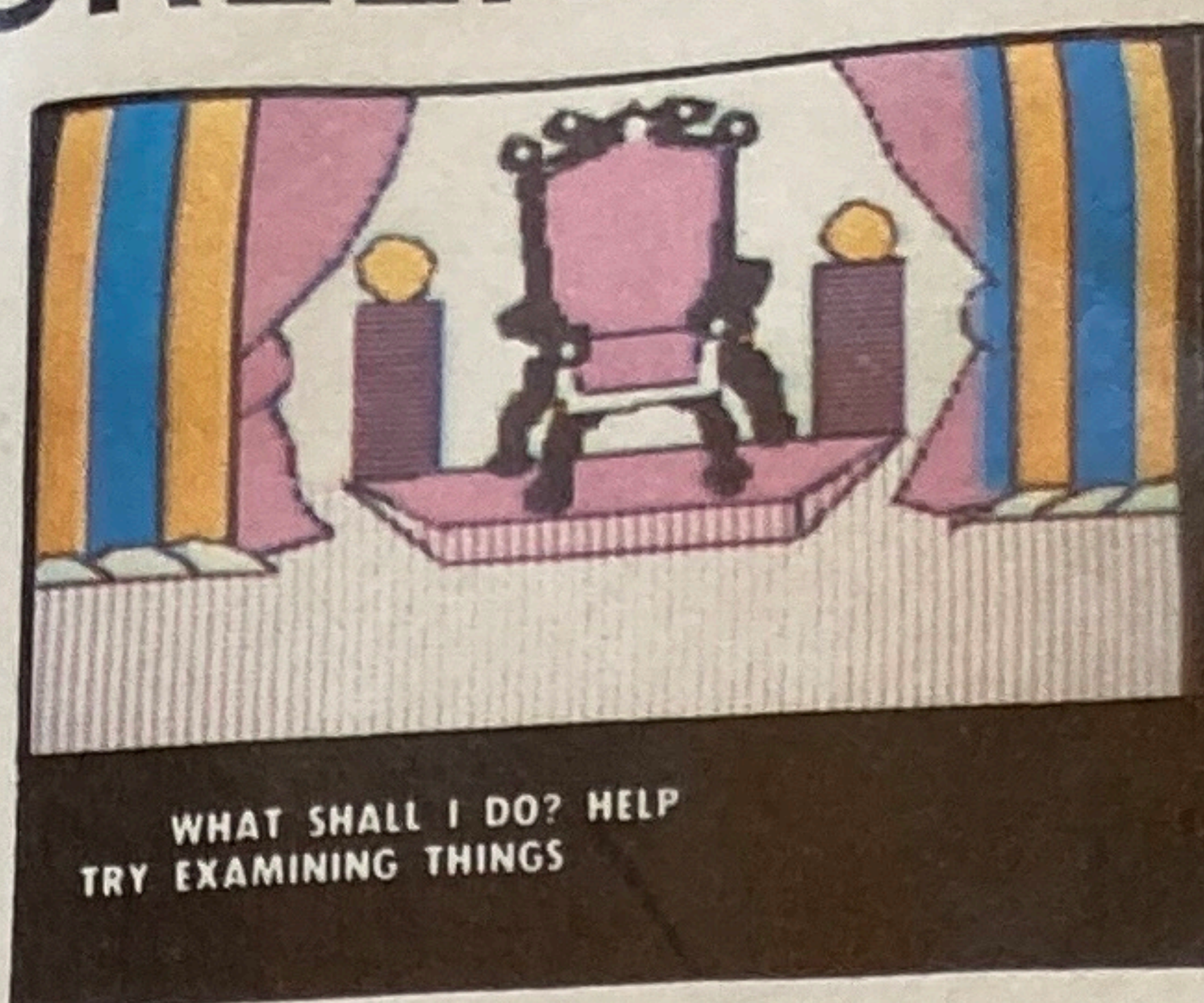
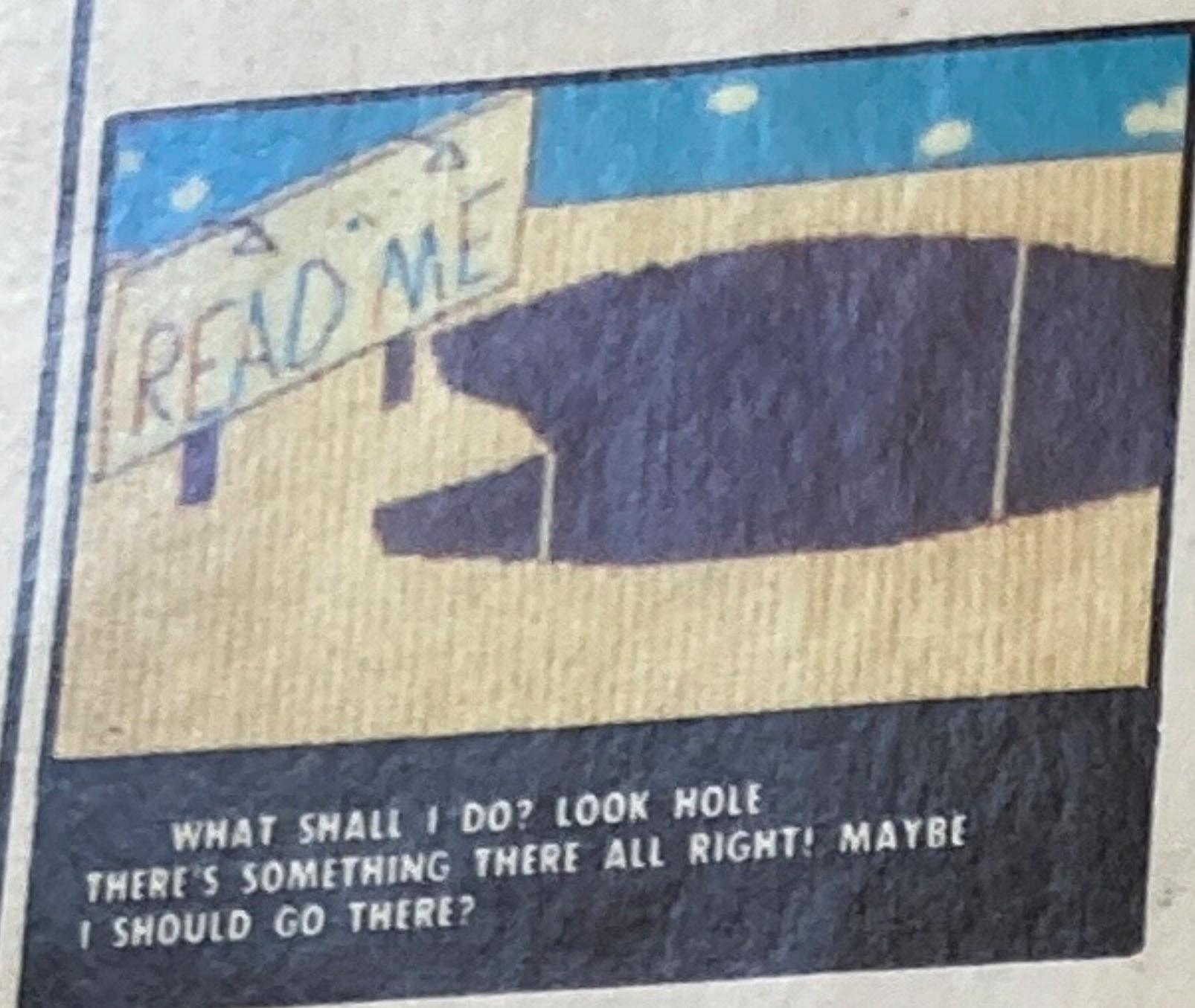
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**GRAPHIC ADVENTURE**  
**ADVENTURELAND**



# ACTUAL APPLE 2 SCREENS



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VOTRAX TYPE 'N TALK is supported

Logos and other art work by  
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TRS80 DISK 012-0201

ATARI DISK 052-0201

APPLE DISK 042-0201



SAGA #1  
**Adventureland**

Scott Adams  
Graphic  
Adventure

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**SUPER  
SHARP**  
HI-RES  
COLOR  
GRAPHICS







# SAGA #1

## Adventureland

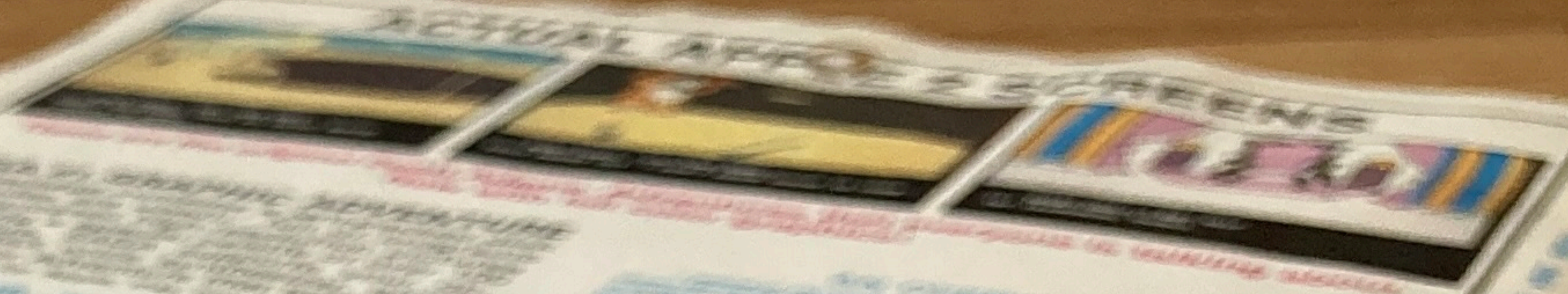
Scott Adams  
Graphic Adventure

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APPLE 2 APPLESOFT ROM  
DOS 3.3 48K  
APPLE LANGUAGE CARD









**ADVENTURE**  
The most popular computer game in the world...  
Now available on the Apple II and Apple II Plus.

FEATURES	
GRAPHICS	Machine
PLAYERS (Simultaneous)	1-8
COMPLEXITY	1-8
ADULT ORIENTED	Yes
REAL TIME	Yes
SPECIAL EQUIPMENT	Yes
DISK TYPE	5.25" or 8"
DISK TALK	Optional

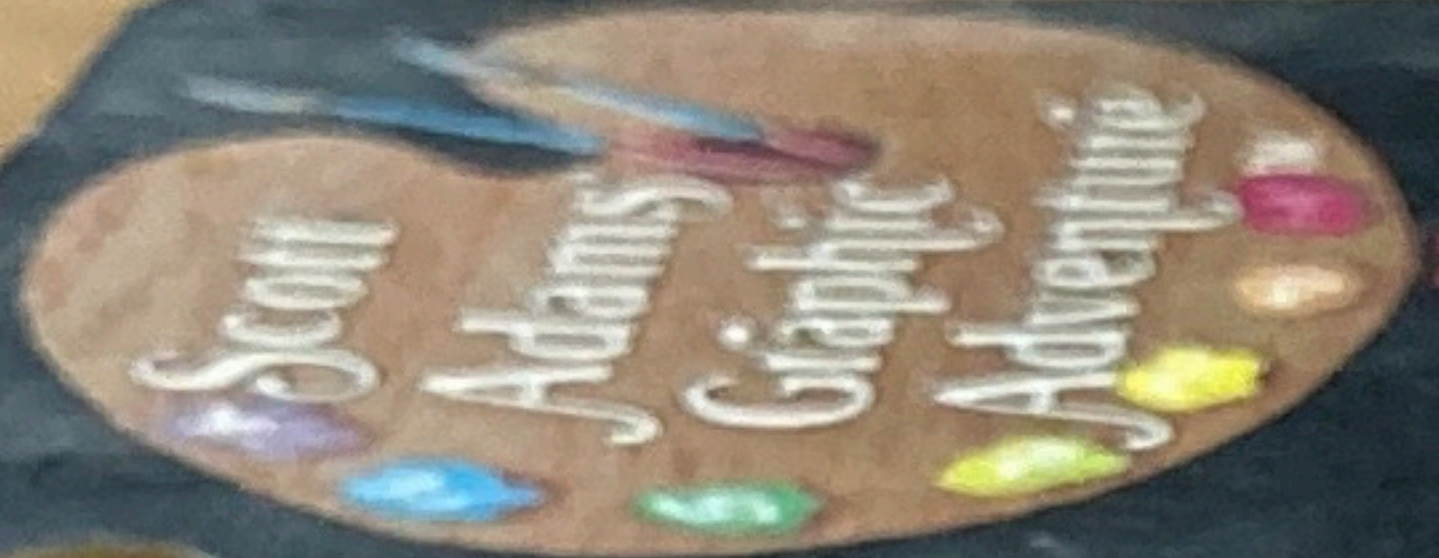
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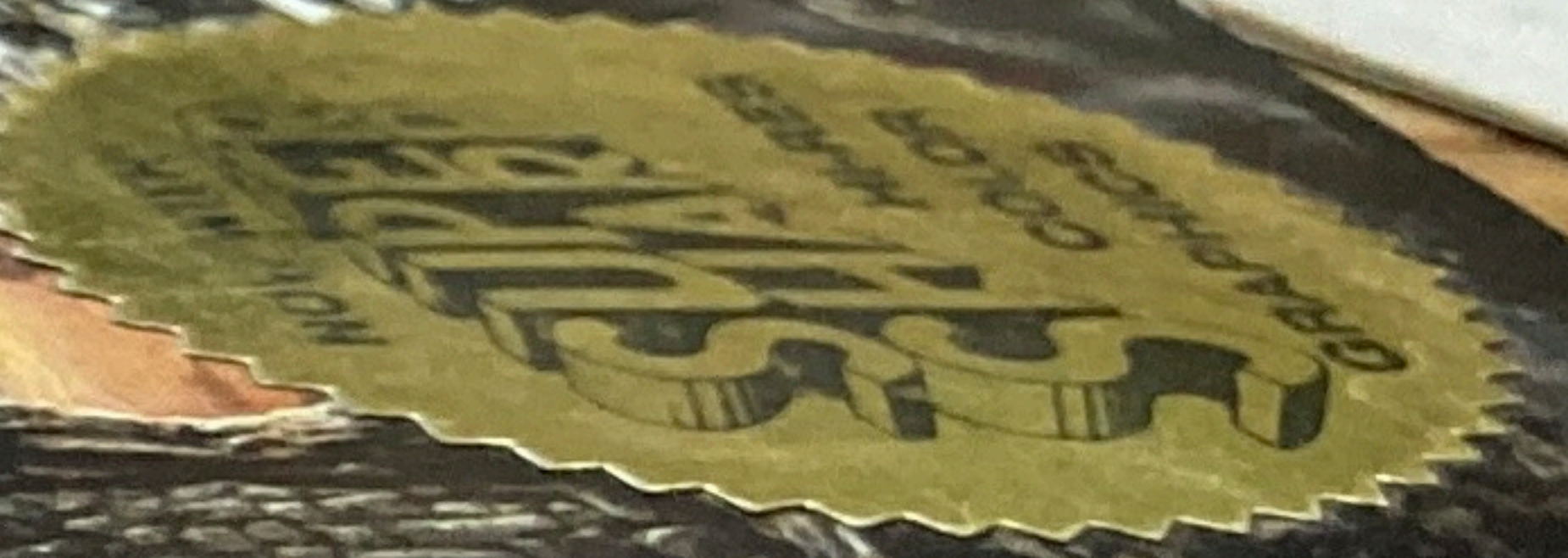
APPLE DISK 042-0201





SAGA #1

Adventureland



APPLE 2 PLUS  
APPLE 2 APPLESOFT ROM  
APPLE 2 LANGUAGE CARD  
DOS 3.3 48K

APPLE 2 PLUS  
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SAGA #1 - ADVENTURELAND





APPLE 2 PLUS  
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DOS 3.3 48K

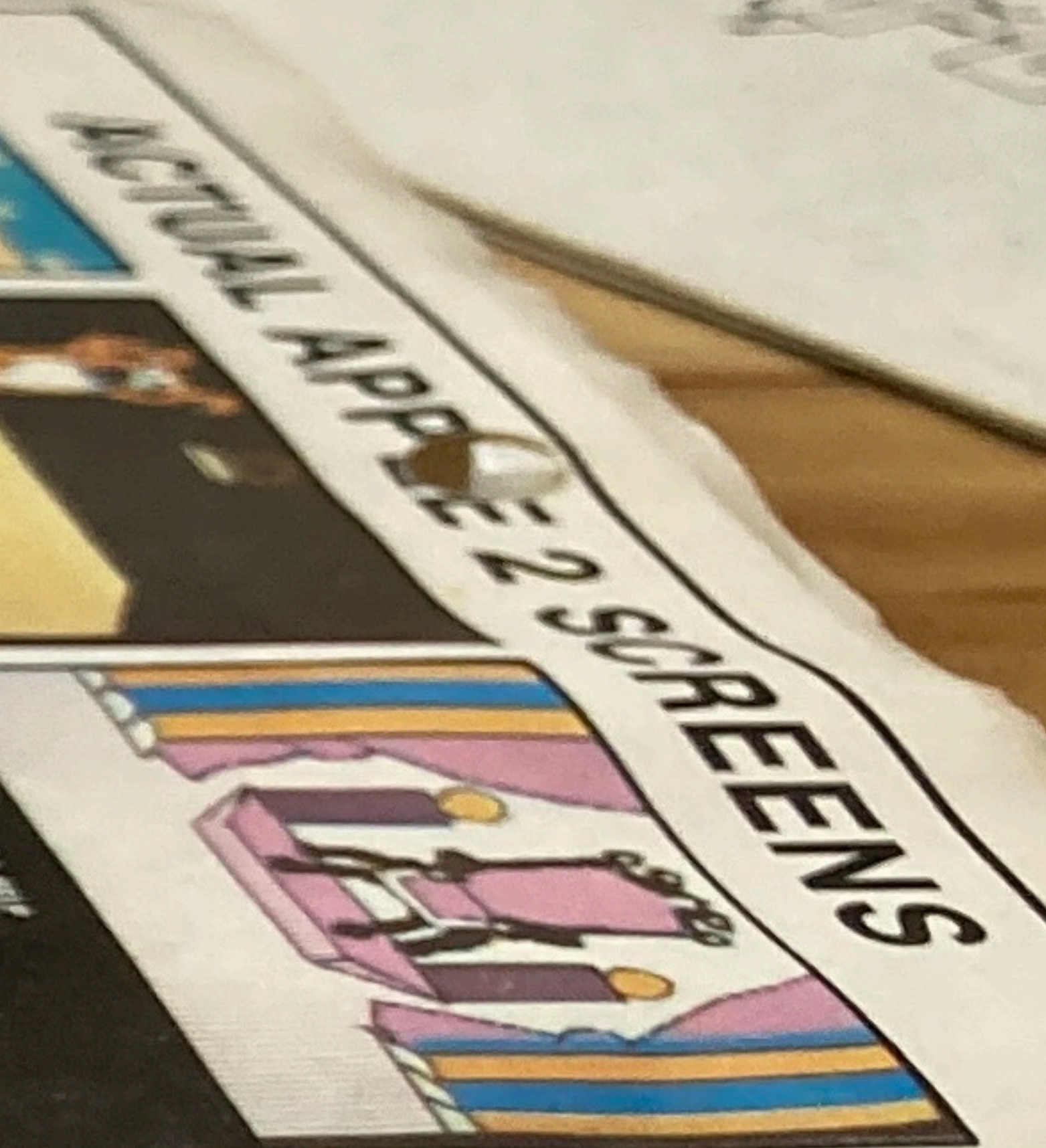
# SAGA #1 - ADVENTURELAND



TRAS80 DISK 012-0201

ATARI DISK 052-0201

APPLE DISK 042-0201



**ACTUAL APPLE 2 SCREENS**  
Now with full color graphics!

**GRAPHIC ADVENTURE**  
SAGA #1 is a graphic adventure...  
The game is a graphic adventure...  
The game is a graphic adventure...

**AN OVERVIEW**  
SAGA #1 is a graphic adventure...  
The game is a graphic adventure...  
The game is a graphic adventure...

**SAGA #1**  
The game is a graphic adventure...  
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The game is a graphic adventure...

**FEATURES**  
The game is a graphic adventure...  
The game is a graphic adventure...  
The game is a graphic adventure...

**ADVENTURE**  
The game is a graphic adventure...  
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**Adventure International**  
The game is a graphic adventure...  
The game is a graphic adventure...  
The game is a graphic adventure...



These are the original Scott Adams  
Now with 10

## SAGA #1 GRAPHIC ADVENTURE

This package contains a jam-packed disk with sides are used! A full of programs and compressed high-resolution pictures drawn using a special palette of over 100 colors. Plus, SAGA supports your optional VOTRAX Adventure that talks, you a full-color Adventure that talks.

**ADVENTURE AND** - You wander through an enchanted world trying to recover the lost treasures. You'll encounter wild animals, magical beings, and many other perils and puzzles. Can you rescue the Blue Ox from the maze of pits? Or find your way out of the maze of pits? Happy Adventure!

SAGA #1 PROGRAM PARAMETERS		Machine
LANGUAGE	.....	1/1
NUMBER OF PLAYERS (min/max)	.....	1 month
AVERAGE COMPLETION TIME	.....	12 to Adult
SUGGESTED AGE GROUP	.....	Yes
RECOMMENDED FOR NOVICE?	.....	Compu-novel
CLASSIFICATION:	.....	No
SOUND?	.....	Yes
GAME SAVE FEATURE?	.....	No
MULTIPLE SKILL LEVELS?	.....	Yes
GRAPHICS ORIENTED?	.....	No
REAL TIME?	.....	Optional
SPECIAL EQUIPMENT:		VOTRAX TYPE 'N TALK is supported

Logos and other art work by  
Ad Venture Printing & Graphics, Longwood, FL

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(305) 862-6917

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I stood at the edge of the lava flow, looking down the sides of the lava flow. Through the swirling smoke and steam of bubbling lava, one ledge high above the throne room I perceived to lead to the air cleared the sign appeared. A blast of fresh air showed the fog again. Could a single gravestone a broken sign appear? I avoided their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.

And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more. For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc.

By using two-word commands you move from location to location manipulate objects that you find in the different places, and perform actions as if you were really there. The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game. Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles.

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

While I pondered how to reach the throne room — which I was sure contained the treasures of Croesus — the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today...but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I dragged myself off to bed, I thought about other possible Adventures.

But enough for tonight. Tomorrow — another crack at the chasm.  
—by Ken Mazur

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ATARI DISK 052-0201

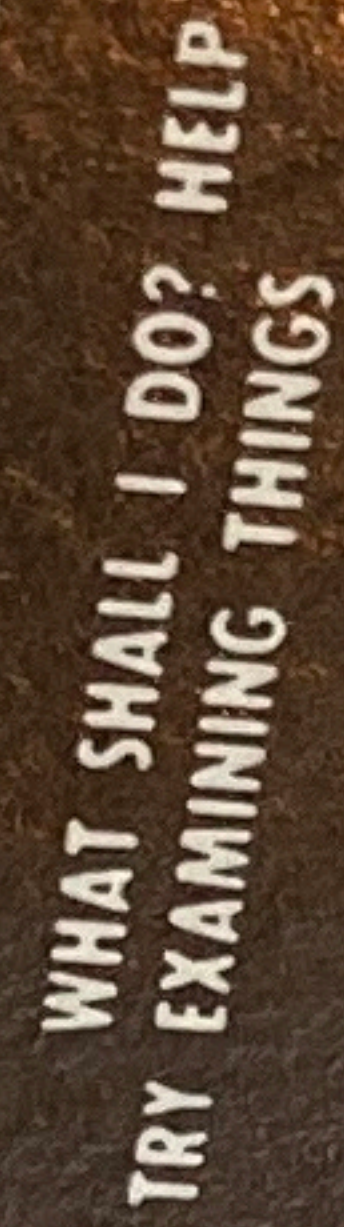
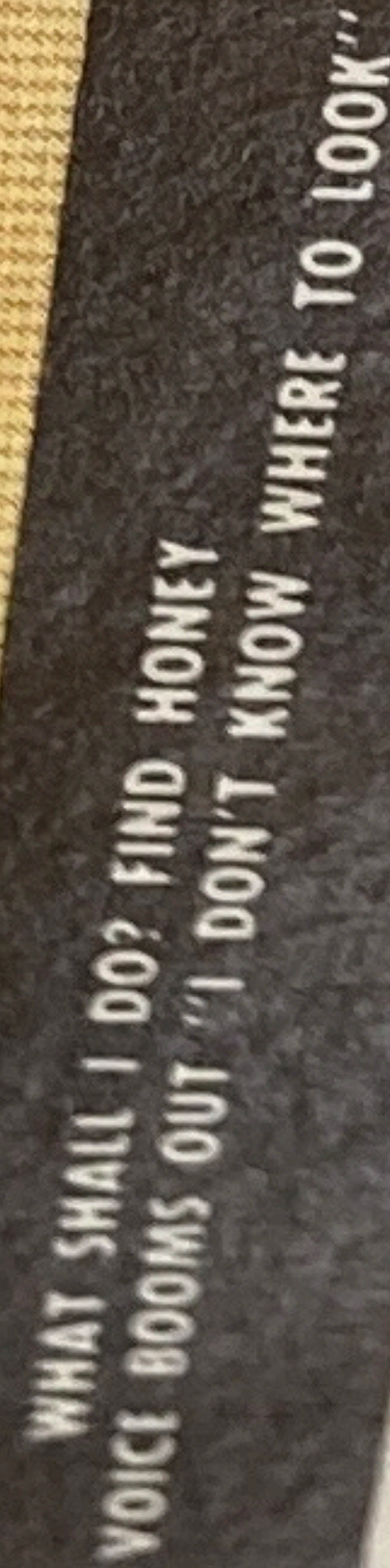
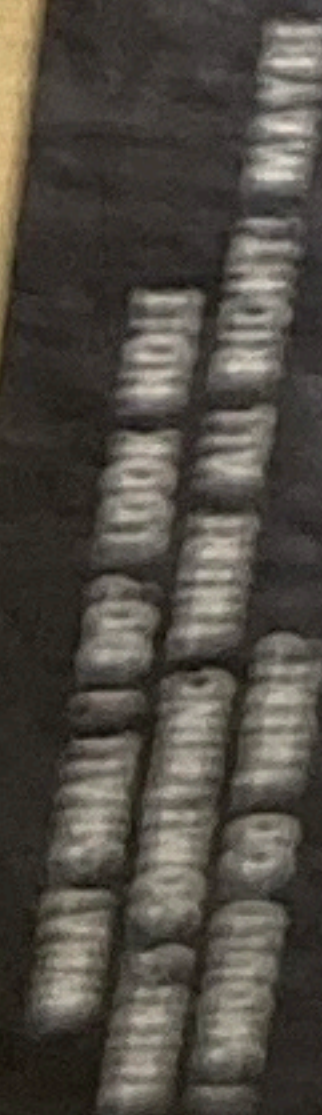
APPLE DISK 042-0201

ADVENTURELAND

Adventure INTERNATIONAL



APPLE II PLUS  
APPLE II APPLE  
APPLE II LANGUAGE ROM  
DOS 3.3 48K CARD



TRS80 DISK 012-0201

## AN OVERVIEW

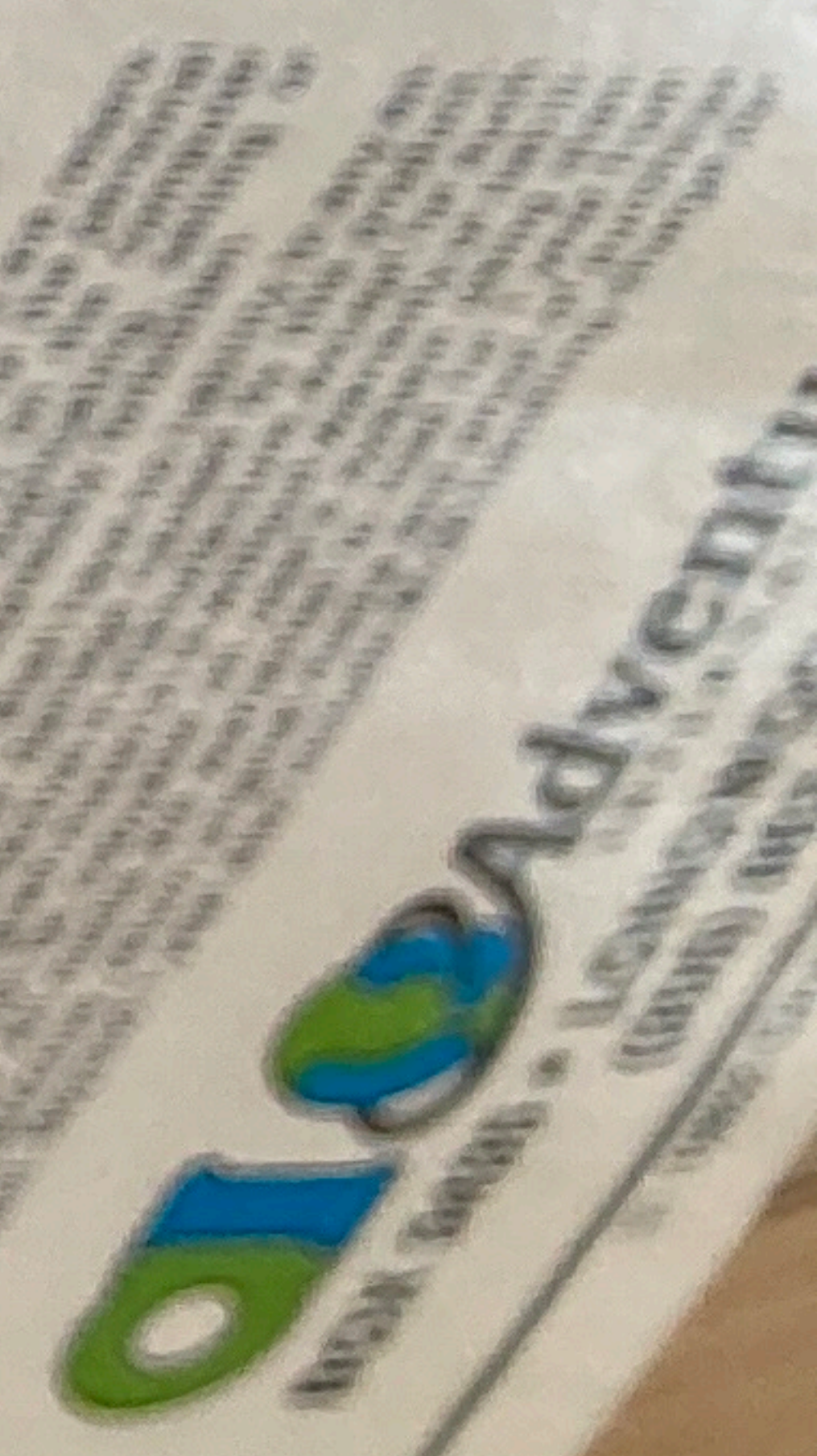
to the dragon? Reading the sign slowly gave me an effort to amaze my imagination. But the sign slowly

For the user, playing Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is a treasure trove of hidden treasures within the worlds of his imagination. For the user, playing Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is a treasure trove of hidden treasures within the worlds of his imagination.

[illegible]

ship, out-  
 plant, in a  
 move from location  
 find in the different  
 really there. The  
 completing a game,  
 many cases,  
 until you are  
 find in the  
 Trial and  
 action.

MACHINE  
 1/1  
 12 to Adult  
 Computing Yes

[illegible]



APPLE 2 PLUS  
APPLE 2 APPLESOFT ROM  
APPLE 2 LANGUAGE CARD  
DOS 3.3 48K

SAGA #1



Adventureland

